OCEAN'S NEW SOFTWARE LINEUP!

SNES • NES • GAME BOY • PC • AMIGA

Supplement to Game Players Nintendo Guide

Ride the ocean® wave!

EXCLUSIVE PREVIEWS!

ROBOCOP 3-D

THE ADDAMS FAMILY ANIMATION — PUGSLEY'S SCAVENGER HUNT

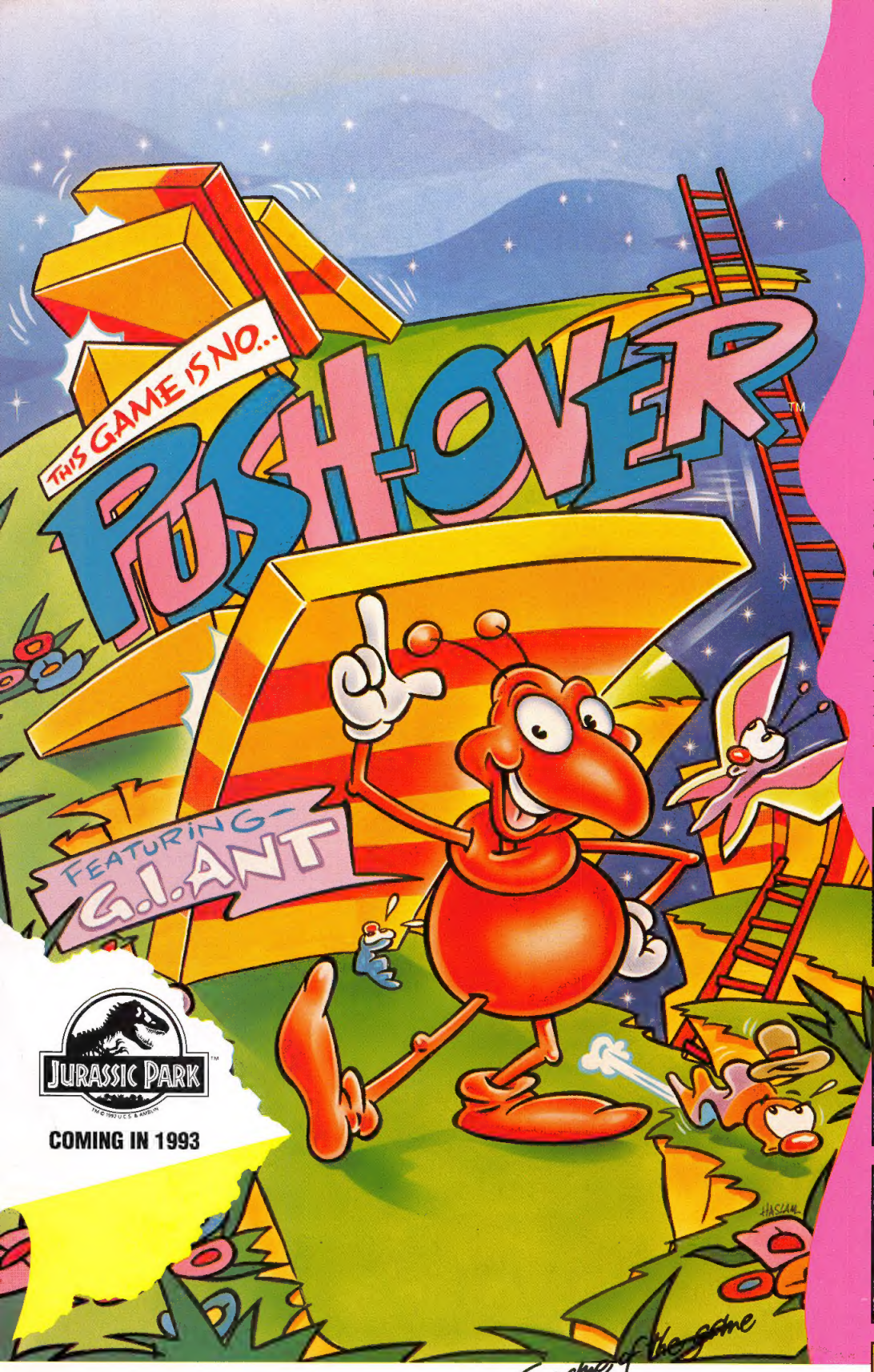
PUSH-OVER

RADIO FLYER

HOOK

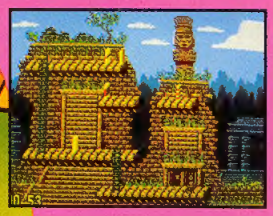
... AND MORE!

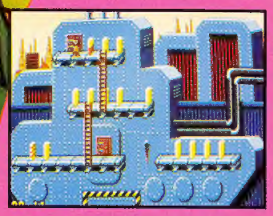
PLUS! PC & AMIGA HITS

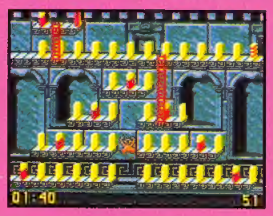


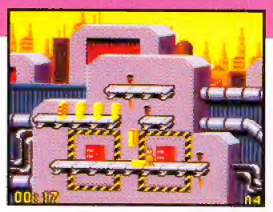
FOR THE AMIGA, IBM PC, AND SUPER NES SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!









Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.

The name of the game

ocean

Ocean of America, Inc.
1855 O'Toole Avenue
Suite D-102
San Jose, CA 95131

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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HOLLI WOULD IF SHE COULD.

COOL WORLD™

Screens shown are from the Super NES version of the game.

It's an imaginary world where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

AVAILABLE ON VIDEOCASSETTE
FEBRUARY 1993

The name of the game

ocean

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Official Nintendo Seal of Quality

Nintendo ENTERTAINMENT SYSTEM®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

GAME BOY

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SUPER NES

The Showdown in Motown

Detroit's on fire with crime again... and the O.C.P. (Omni Consumer Products) is behind it all! Under the leadership of a ruthless mercenary, a team of O.C.P. policemen are forcing families from their homes. Known as Rehabs, these merciless cops are trying to clear out the last neighborhood standing in the way of O.C.P.'s plans for rebuilding Old Detroit — and mowing down anyone who stands in their way. It ain't looking good for the Motor City.

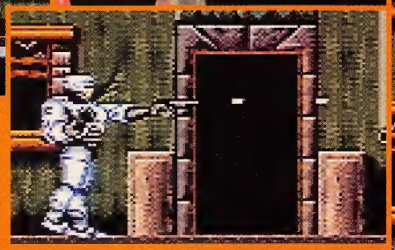
The job of taking down these renegade cops is too big and too dangerous for the people trying to preserve their neighborhhod. One special, trustworthy policeman could *possibly* restore some law and order — but he's retired. Or so he says.

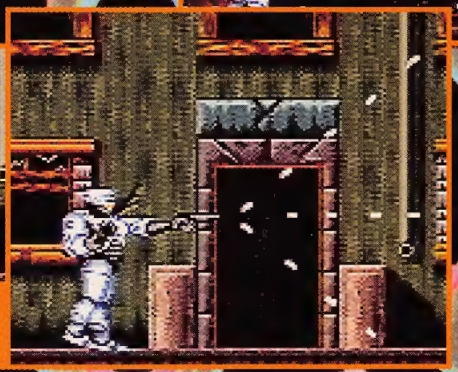
Get ready for the most radical gaming experience of your life! You may have seen Robocop before, but not *Robocop 3*. Based on the mindblowing new movie, Ocean's latest line-up brings Robocop to life in Super NES and NES adventures so realistic you'll feel the heat! The explosive graphics and state-of-the-art sound effects will keep you glued to the screen for hours — no matter what system you're playing on!

Even if you're familiar with other Robocop games, prepare yourself for a real challenge. Cleaning up Detroit has never been tougher than in *Robocop 3*.

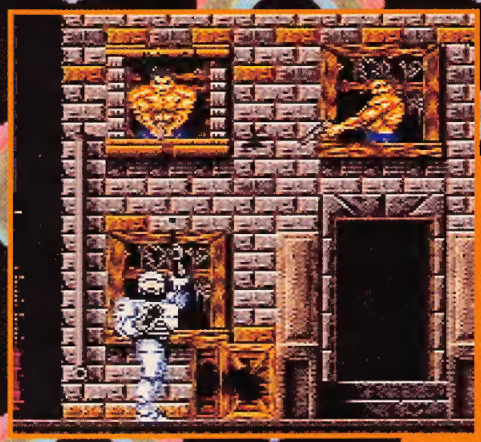
ROBOCOP 3™

SUPER NES



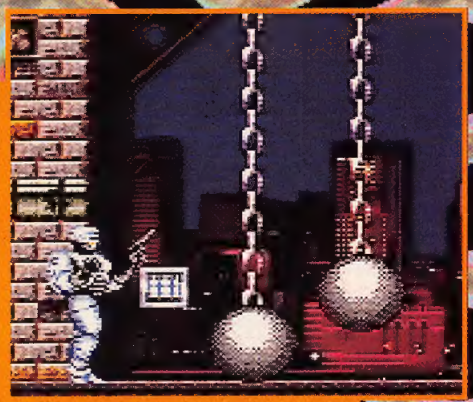


As soon as Robocop hits the streets, he's a target. Luckily, power-ups give Robocop a three-weapon arsenal — his standard-issue pistol, a three-way weapon, and a laser cannon.



Robocop's enemies are everywhere, and you'll have to move quickly to take them out.

Robocop 3 is a non-stop fight to take down the bad guys, and to find life-sustaining energy. Here, a couple of street creeps try to keep our hero from getting the energy he needs. But they're no match for his three-way attack!

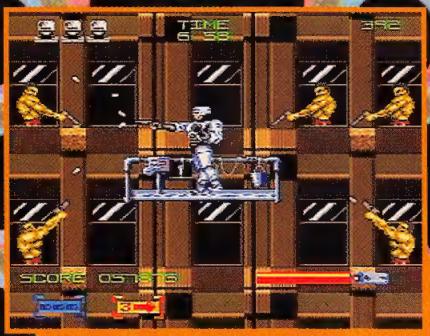


You can't afford to waste ammo. Make every shot count, and collect ammo power-ups (like the one just in front of Robocop) any time you see them.

Robocop has enemies in high places — like this flying droid. Use the three-way on him, and the droid won't be able to dodge your attack.

SUPER NES

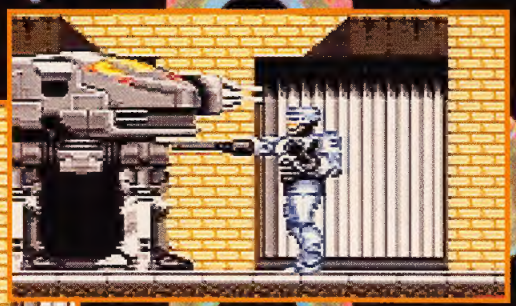
This biker has a mean ride, and a nasty disposition. When he sounds the call to Charge, watch out!



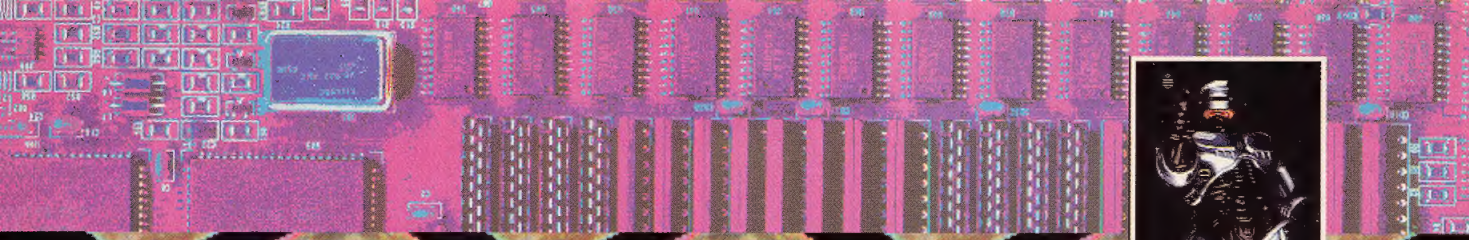
In Level 2, you'll ride a scaffolding up the side of a skyscraper — and right past hordes of snipers. We warned you — don't expect any quick victories in this game!

At the end of the first level, a van speeds by and leaves you a special delivery — your very own army of muscle-bound thugs! Get your three-way gun ready and blast them, being careful not to let any of them touch you.

As you descend the next building, flying red droids will attack from both sides — and they'll do a lot of damage if they fly through you. Use your laser cannon before they get the chance.



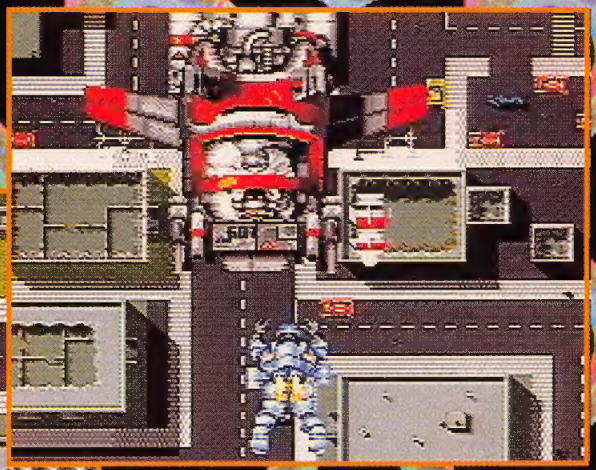
At street-level again, a young electronics whiz repairs an old ED-209. And you know how much Robocop loves those ED-209s! Blast it at close range with your laser cannon, but be ready for more opposition in the form of attacking Rehabs!

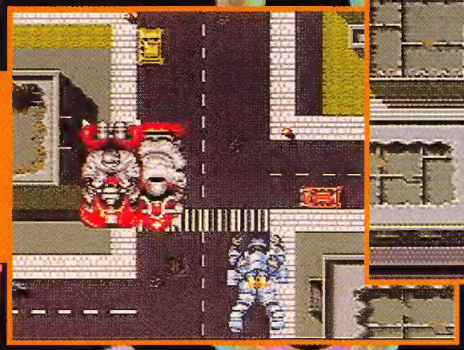


SUPER NES

If you look carefully, you can find the most powerful weapon of all — the flamethrower. It's power and long range add up to a force no enemy can withstand!

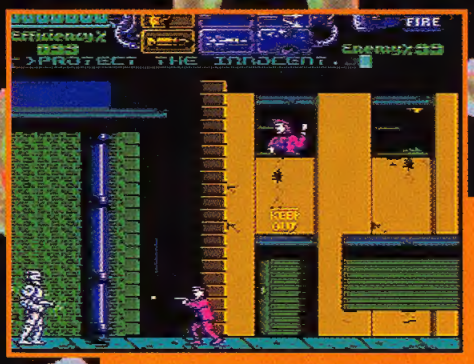
The boss of Level 2 is a big problem — but you have to like the way he shows off those great SNES graphics! Shoot diagonally into the monster's head — and if you've still got that flamethrower, use it!





Robocop takes to the skies in Level 3, battling some of O.C.P.'s most challenging creations.

It looks like O.C.P. has a new ally — a lightning-fast ninja with almost superhuman fighting ability! Your weapons won't help you here, so move in for some tough, Robocop-style hand-to-hand combat!



In the NES version of *Robocop 3*, you'll face Splatterpunks on the dusky streets of CadillacHeights. Watch out, because these punks are as well-armed as an army!

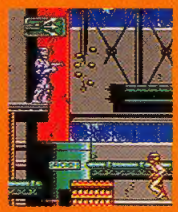
That W symbol is a weapons upgrade — grab it to give Robocop one of these super-powerful weapons!

Normal Gun

Missile

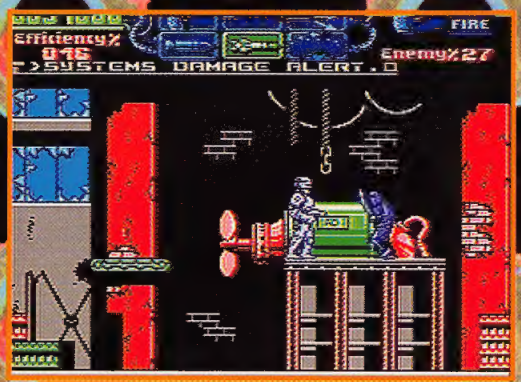
Rapid-Fire Pistol

Homing Missile

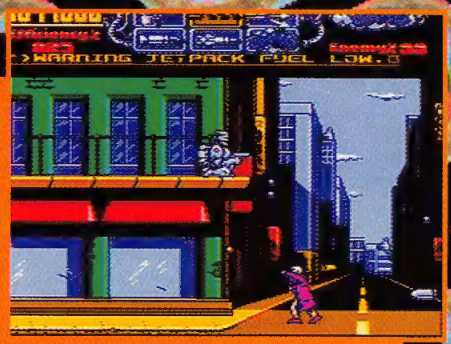

Three-Way Pistol

After each round of fighting, Robocop goes in for repairs. Each repair unit will fix ten points of damage, but use them carefully! They're hard to find!

Power-ups like this one will increase Robocop's efficiency by 12 percent. If his efficiency reaches zero, he's a goner!



In the Rocket Factory, Robocop faces a deadly enemy — Otomo, the incredibly tough and skillful ninja!



Back to Cadillac Heights, this time in broad daylight. Robocop can fly using his jetpack, but fuel very limited. Unfortunately, the enemies he faces are plentiful — and tougher than ever!

SNES PUGSLEY'S SCAVENGER HUNT

the Addams Family

SUPER NES JUST GOT BETTER!

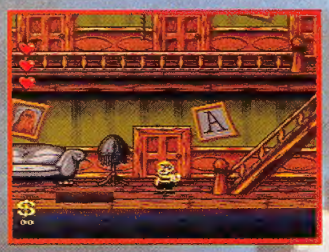
If you really want to see what your Super Nintendo system can do, just plug in Ocean's latest cart — *The Addams Family: Pugsley's Scavenger Hunt!* With its terrific graphics, amazing sounds, and special effects, *Pugsley's Scavenger Hunt* is one SNES game you have to buy. And it's one of the biggest, most challenging games you've ever seen!

The story begins when Wednesday Addams decides that Pugsley seems a little too cheerful. So she lovingly invented a delightfully dangerous game to put her brother in a better mood. She goes into every nook and cranny of the Addams Family Mansion, hiding special items she knows Pugsley will love — things like spider venom and mouldy cheese.

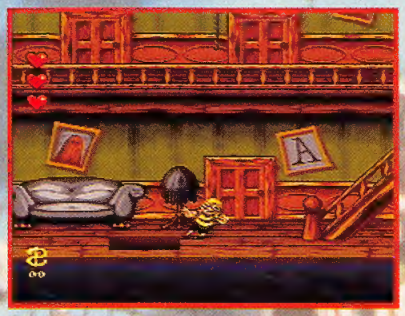
But just sending Pugsley to find these wonderfully creepy items wasn't enough, so Wednesday surrounded the items with deadly traps and monstrous enemies! She even placed hidden switches all over the mansion. Some reveal hidden goodies, and others are deadly!

Pugsley's Scavenger Hunt is based on the new animated TV series, and it looks every bit as good. So get ready for some spooky fun — Addams Family style!

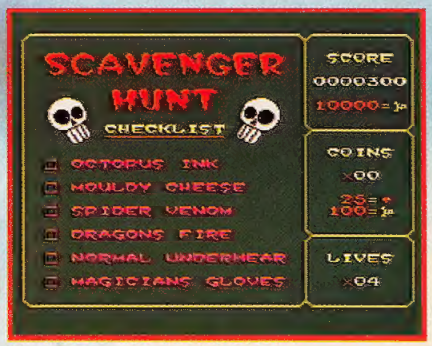
SNES



You're adventure begins here, in the Addams' main hallway. Behind each door lies a whole new world! Pugsley eats a sandwich as you decide which door to choose.

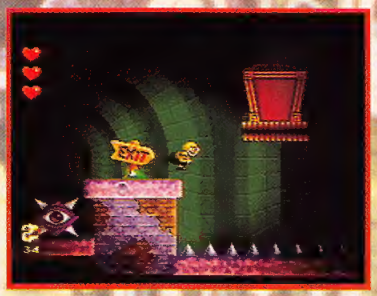


Through this trap door in the floor, Pugsley begins his scavenging. Plenty of ookiness awaits!



This is the list of items Wednesday has hidden all around the Addams mansion. Each item is just creepy enough to bring joy to little Pugsley.

Pugsley can crush many enemies by jumping on their heads — but not all of them! This Spike-topped fellow is practically invulnerable!

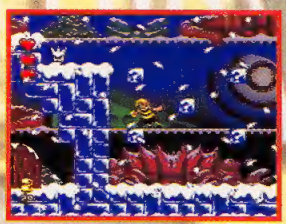


The exit from the first section of tunnels is plainly marked, but hard to get to! It's starting to look like this scavenger hunt will be very tough!

Finally, Pugsley reaches a giant spider! But how do you get his venom, without being bitten?

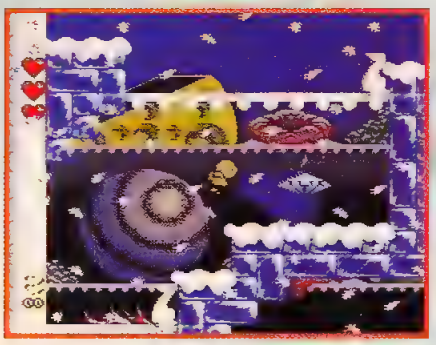
Back in the main hall, Pugsley tries another door. A blast of icy-cold air can be felt as the door opens.

This chilly, ice-covered world is full of puzzles — and danger! Here, Pugsley has to touch the question-marked ice blocks in just the right order before he can proceed any farther!

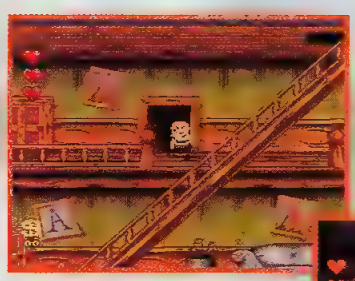


That door is so close — but again, Pugsley's stuck until he can figure the right order to touch those question marks.

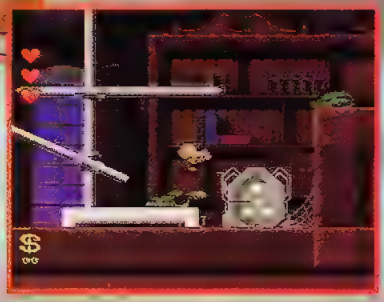
SNES



In some areas, Pugsley has to leap up onto moving ice platforms like this one, then jump off and continue his quest. But the platforms move very fast, and can smash you against a wall!

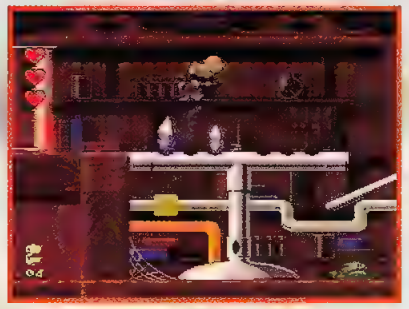


Behind this door on the second floor of the mansion lies one of the game's biggest areas — Uncle Fester's lab!

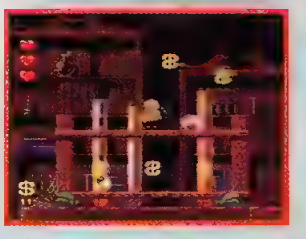


Everything's gigantic in here — including the slime-dripping frogs that try to get you. Be ready to jump on them twice — the frogs are tough!

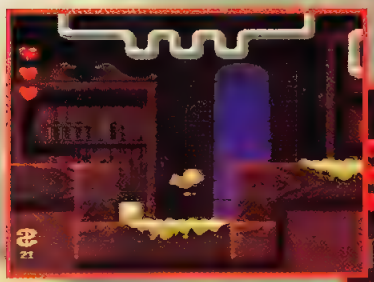
As you roam the mansion, don't forget to gather the dollar signs!



The flames from these bunsen-burners lift Pugsley into the air, letting him jump to ledges he couldn't otherwise reach.



Here's something you don't see everyday — huge, rolling eyeballs!

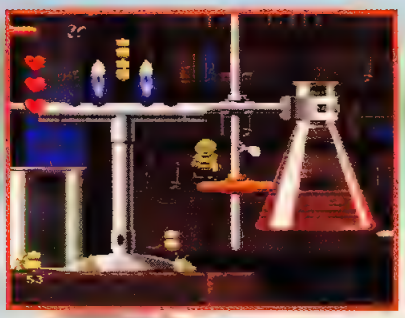


Don't step into this green ooze — not even an Addams can take it!

Question blocks can do many things. This one will make a wall of blocks appear around those dollar signs, so get the money before you bump the question block.

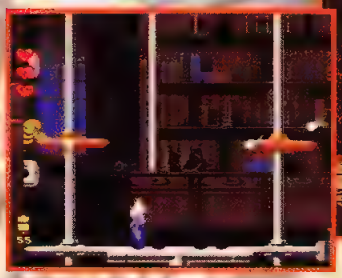
Pugsley can walk right through this wall and collect treasure — unless he hits the question block first!

SNES

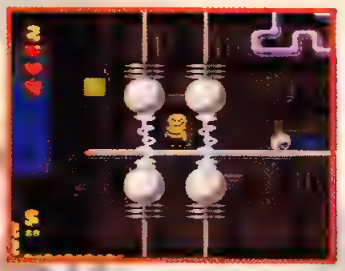


Things get complicated when these moving platforms appear. You can't proceed without them, but they won't show up if you haven't hit the right blocks!

There's an exit, high above pugsley's head. To reach it, he'll have to bump these blocks in the right order.

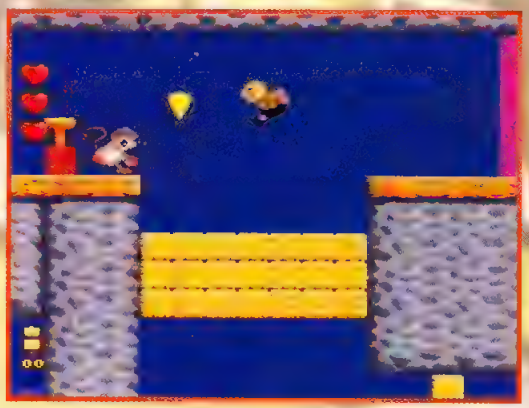


It never hurts to try running through walls! Often, you'll find valuable treasure!



These electrodes can be deadly!

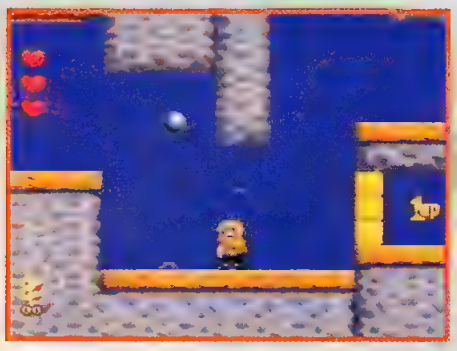
Up this rope lies another weird challenge!



To get through those blocks, you'll have to squash that cheese-hurling mouse and use that plunger to blast the blocks.

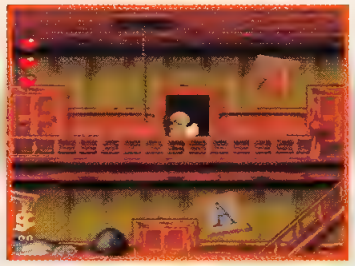
This part of the game is full of mice, cannons, and exploding blocks!

SNES

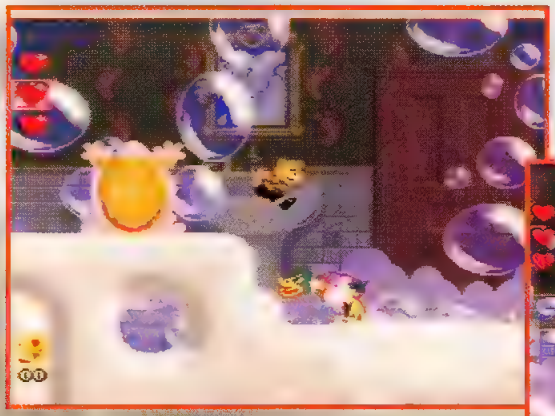


There's a 1-up — and to get it, you'll have to jump on flying cannonballs! Pugsley's weight will make the cannonballs fall lower as they fly, until they smash right through the barrier of blocks surrounding the 1-up.

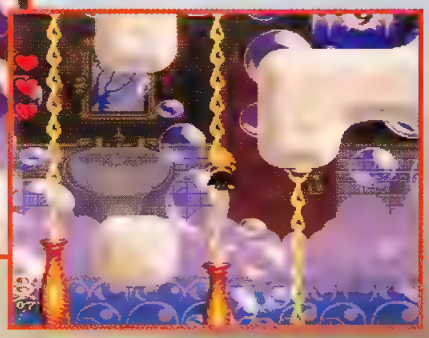
This big fellow's probably got plenty of mouldy cheese — but he doesn't look like he'll give it to you without a fight.



Behind this door is one of the zaniest, most memorable places in the mansion!



It's like a huge bathtub land! But that's no harmless rubber-duckie, so watch out!



Pugsley has to climb these chains — and even leap from chain to chain!

As Gandma Addams watches through her crystal ball, Pugsley has to make his way through this wild land of knights, spears, and guillotines!

Even more challenges and fun await you in Pugsley's Scavenger Hunt — one of the best of the year!

The Addams Family

They're Back

First you hear [illegible] ominous organ notes, followed by the [illegible] finger snaps... and you know they're back. Ocean's *The Addams Family*, based on the blockbuster movie, is playing on a Super NES, NES and Game Boy near you.

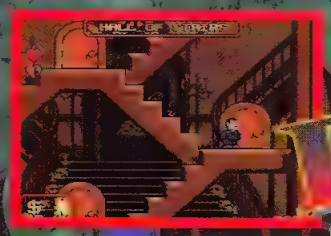
In this great game series, Gomez must search the Addams Mansion and grounds for his abducted family. He'll have to explore every inch of the estate, from the [illegible] to the [illegible] of the house, to find Morticia, Pugsley, Wednesday, Lurch, Fester, and the rest of the Addams gang.

So roll up your sleeves and get ready for some [illegible] spooky [illegible] with *The Addams Family*.

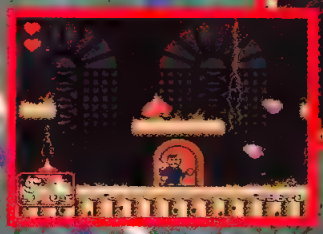
-and Here to Stay!

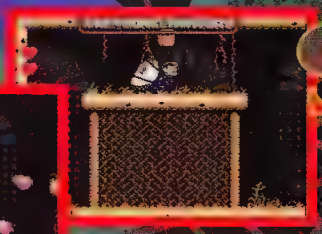
SNES

Gomez begins his search outside the mansion. Collect as much of the money lying around as you can — for every 100 dollars you find, you'll earn a 1-up!

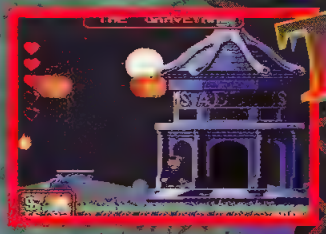


Back inside the house, Gomez must explore all the rooms in his mansion to find his missing family. You can explore in any order you want.





Sometimes, you'll find On/Off blocks. Bump them to trigger hidden doors and other surprises!



The old Addams Mausoleum was always one of Wednesday's favorite places to play — maybe she's inside!

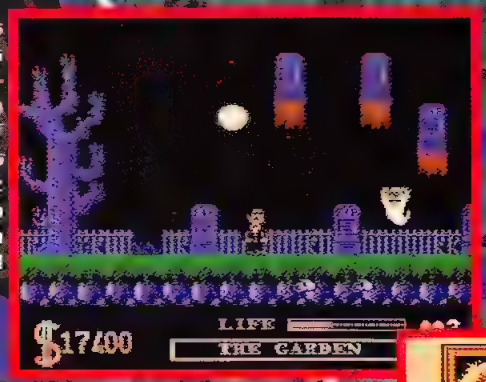
To rescue Wednesday, Gomez must tackle the Ghastly Goblin. A few well-placed head-stomps should make him more cooperative!

You've found everyone — except your lovely Morticia! It looks like poor old Gomez still has plenty of excitement ahead of him!

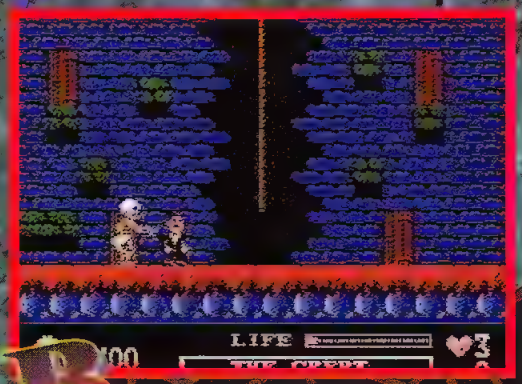
Occasionally, Thing will pull down a word balloon to offer his own special brand of assistance.

NES

The action is just as intense — and creepy — in the NES version of *The Addams Family*. Gomez has even dug up a few old friends in his search!



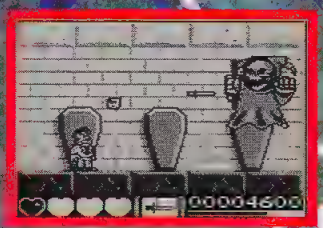
The front door's locked! You won't be able to do much without a key.



Back in the graveyard there's a secret crypt. Maybe this skeleton knows where you can find a key.

Finally, Gomez is inside the mansion. But other than these portraits, there's no sign of his family!

GameBoy



Even the Game Boy version of *The Addams Family* looks great! You've rescued one Addams — now go get the others!

More Lethal than Ever!

They were an unlikely team. Roger Murtaugh, a career cop and devoted family man, was ready to retire when he was assigned a new partner — Martin Riggs. A high-strung Vietnam Veteran, Riggs liked to make his own rules, while Murtaugh preferred to play things by the book.

But the chemistry worked, and Murtaugh and Riggs have worked together through three *Lethal Weapon* movies. And now they're coming to Super NES, NES, and Game Boy in Ocean's *Lethal Weapon*.

Based on the latest in the hit *Lethal Weapon* series, *Lethal Weapon* finds Murtaugh and Riggs caught up in a seemingly unrelated series of dangerous investigations. But as the two look into the bomb threats, drug-money laundering, kidnapping, and other crimes, a frightening pattern emerges — and it looks like a renegade ex-cop may be behind the whole ugly business.

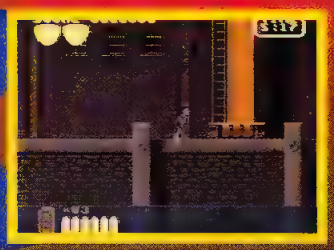
So get ready for some intense law enforcement, *Lethal Weapon*-style! You'll hunt thugs through shipyards, shopping malls, subway tunnels, and even the ventilation shafts of a high-rise office complex.

And then, the action *really* heats up!

LETHAL WEAPON

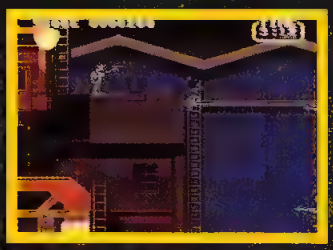
You'll begin the game in the police department, and you'll be assigned a different case depending on which office you enter.

Enter this door for your first assignment — and one of your toughest!



Riggs walks the docks of the shipyard, ready for trouble. A dead-shot with his pistol and a former Green Beret, he knows how to take care of himself!

Just a few minutes into the mission, and already some punk wants to start trouble. You don't have time to reason with him, so blast him!



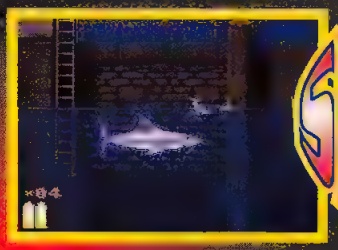
Get used to situations like this. On one side of the screen a thug fires a speargun at you while his buddy waits above with a pistol. You'll have to move fast and think even faster to get out of this mess!

Climbing to the top of a steel platform, Riggs must jump to this pipe and hand-walk across to the swinging I-beam. That hard-hat dropping wrenches on you is no help!

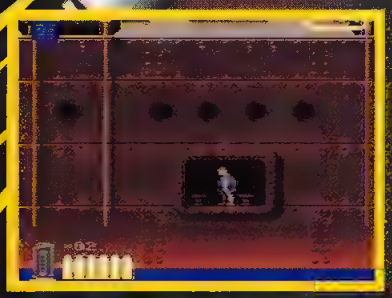
Next, you've got to leap onto the cables of these cargo hooks. But watch out! If the hooks themselves hit you, you'll face a long fall.

And this is what lies below — shark-infested waters! Get out of there fast or you're a goner!

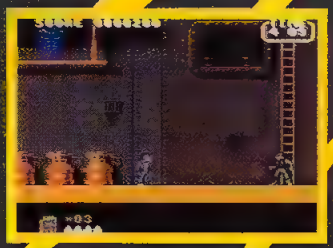
Sharks again — and this time, you've got to swim with them. Your goal is that drainage pipe to the right. Move through as fast as you can.



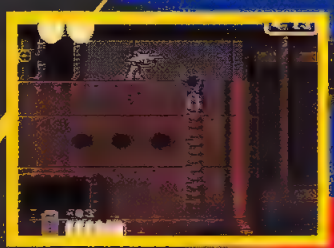
Now, you'll have to find a way inside this huge ship. And watch the water — those sharks are still hungry!



Here's a way in — holds like this are all over the side of the ship. Check them all, because they often contain ammo and power-ups.



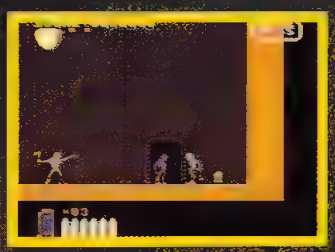
Inside the holds, be careful not to touch those huge boilers! They'll blow up very easily, and you might not survive the damage.

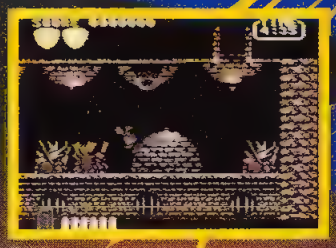


At the ship's aft end, you finally find a ladder leading up to the deck. But that guy with the rifle doesn't seem to want you aboard.

When you need to reach something high above you, try jumping on these rubber rafts. The boss lies just ahead — but your day's just begun!

You'll meet some new enemies inside — hatchet-throwing musclemen. They're fast and tough, so don't underestimate them!



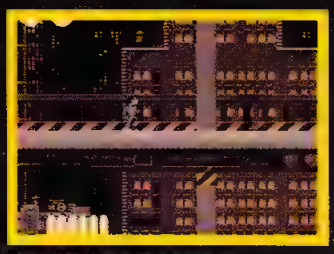


This assignment takes you beneath the city's streets, through the slime and muck of the sewers and subways.

Back at the station, you report to the plain clothes division. Some punks have planted a series of bombs throughout the subway — and you've got to find them all!

SNES

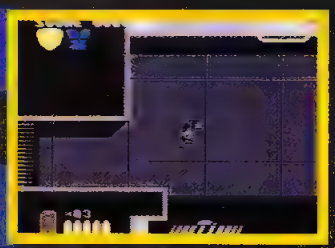
Your next assignment is with the bomb squad. Some nut has planted a bomb in a shopping mall. And guess who gets to find it!



You'll begin your search for the bomb in the mall's parking garage. And if you saw the movie, you know how explosive this situation could be!

Now there's been a kidnapping — and the victim is your annoying buddy Leo Getz!

The kidnappers are somewhere in this office building, and you've got to prowl the ventilation shafts to get the jump on them. Use those computer monitors to activate doorways and access stairs.



Watch out for those fans! They're powerful enough to blow you high into the air. But if you fall into their blades, you won't live to tell about it.

Your final mission takes you to Internal Affairs where you learn of the renegade ex-cop. With a tough new ally, Riggs and Murtaugh are off on the most dangerous assignment of them all!

COOL WORLD™

SNES

When Worlds Collide...

Ready for the wildest reality of them all? Then pack your bags and head for Ocean's *Cool World*. In this strange and magical game for SNES, NES, and Game Boy, real life collides with a cartoon dimension. The results: anything and everything can happen — and does!

It all starts when cartoonist Jack Deebs, creator of Cool World, falls head over heels for one of his creations. The gorgeous cartoon character, Holli Would, entices Jack to leave his hum-drum life behind and enter Cool World.

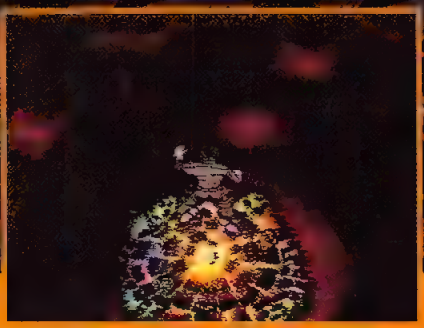
Holli's interested in Jack, but she wants just one thing — to use him to get herself a human body, and leave Cool World for good! But Jack soon realizes that his crossing into Cool World has disturbed the balance between Cool World and Real World, and now Doodles (cartoon characters) are crossing into real-life Las Vegas!

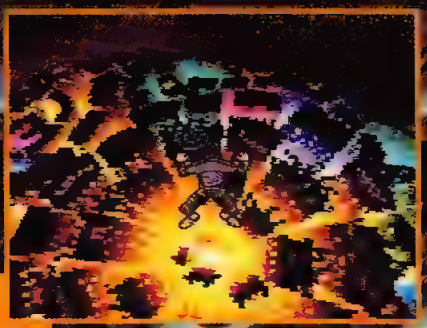
And if Jack can't stop Holli, neither world will ever be the same.

Cool World is a game series you won't soon forget. With talking buildings and all manner of zany Doodles, you'll have your hands full as you explore this fantastic new dimension.

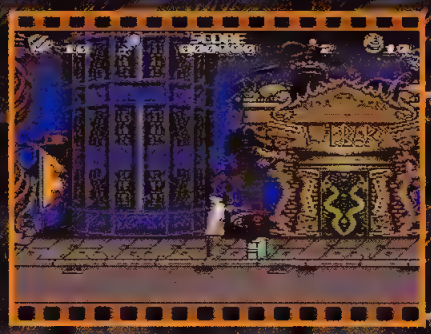
In the movies, there was only one entrance to Cool World. But with Ocean, you've got *three*...SNES, NES, and Game Boy. See you there!

SNES



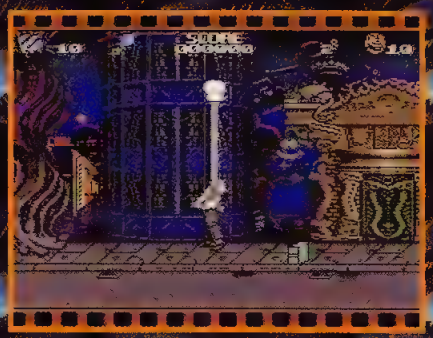


Jack Deebs falls into his own creation — Cool World. This game has it all — including great scaling and rotation!

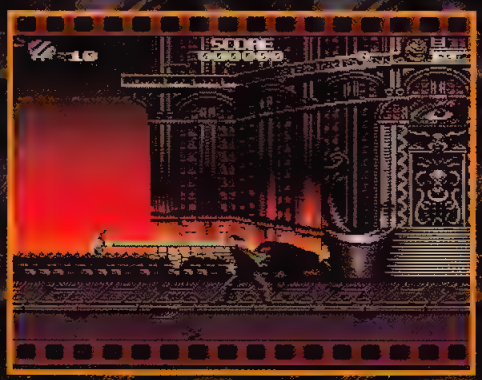


As soon as Jack lands in this weird cartoon land, he learns an important lesson. Some Doodles are friendly, and others aren't!

Even the buildings here are weird! Remember this one — it's the Pawn Shop, and you'll visit it often.

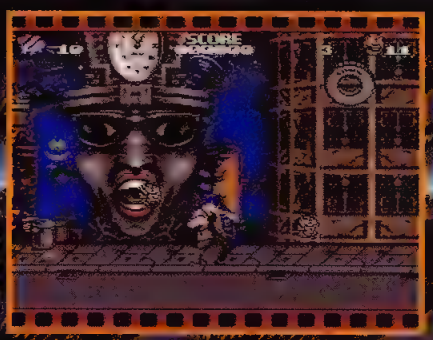


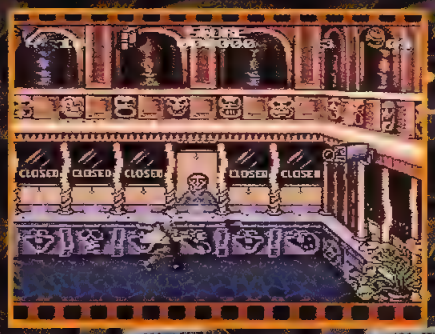
Jack has to get used to doing things Doodle-style — including learning how to use his new stretch-arms!



Another new talent is Jack's hammer-pinch. This long-range attack will be a big help in dealing with some of the rough Doodles he'll meet!

When you see these bouncing fellows, punch 'em and pick them up. They're Nickels — and even cartoon characters need money!

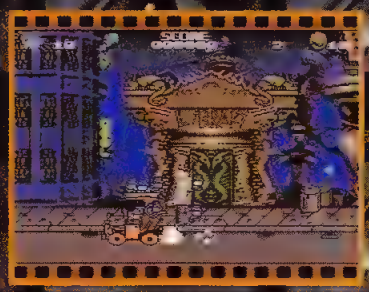




Once you've gathered a few Nickels, go to the bank and open an account. It pays interest, and it's a lot safer than carrying your money on the streets.

With your new-found riches, you can buy useful items in the Pawn Shop.

By using your stretch arms, you can reach up tall buildings and climb them. This will be a very useful skill!



These Doodle cops, the Pooper Police, will drag you down town any time they can. Shake them off to avoid a stay in the slammer.

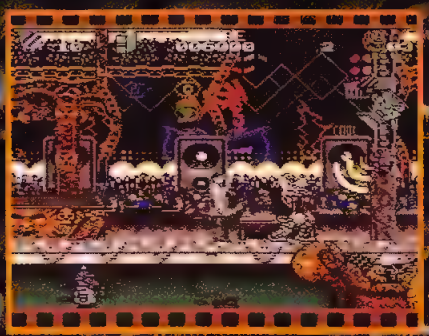
When you are caught, you'll have to deal with Harris, the head cop. He's a Noid (human) like you, but he wants you to stay away from Holli. Would.

If this Doodle tough-guy gets a hold of you, he'll shake you down and take everything you've got. Hope you left some money in the bank!

Slash's Club is one of Holli's favorite hang-outs. But the bouncer outside doesn't like Noids. You'll have to find a gift to soften him up.

Once you're inside, be prepared to pay a cover charge. Fun like this ain't free, you know!

SNES

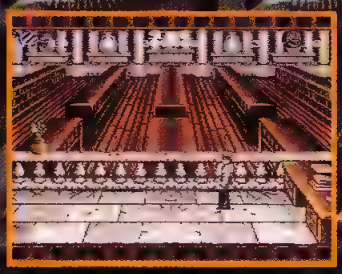


Unfortunately, the club is a pretty rough joint. It'll be tough to get out alive!

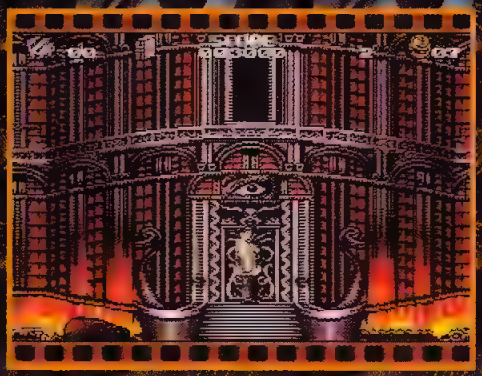
In one section of the game, you'll have to take to the wild and dangerous streets of Cool World in this car. But you won't get far until you find the keys.

This wolf is one of the unfriendly doodles, and he can breath fire like a dragon. Give him a few hammer punches, though, and he might cough up something useful.

Even jumping in the crazy world can be deadly! If you touch that plunger here above the library door, you'll be blown to smithereens!

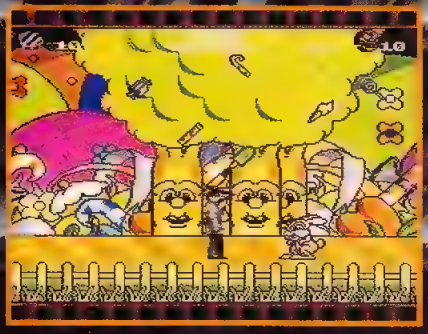


But inside the library, things are safer — and very interesting. As long as you have a book, you can come here to find information.

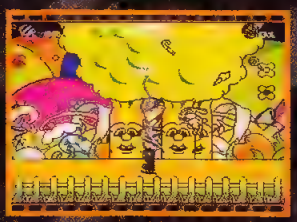


Finally, Jack finds Holli's mansion. But you won't get in if you don't bring her a gift!

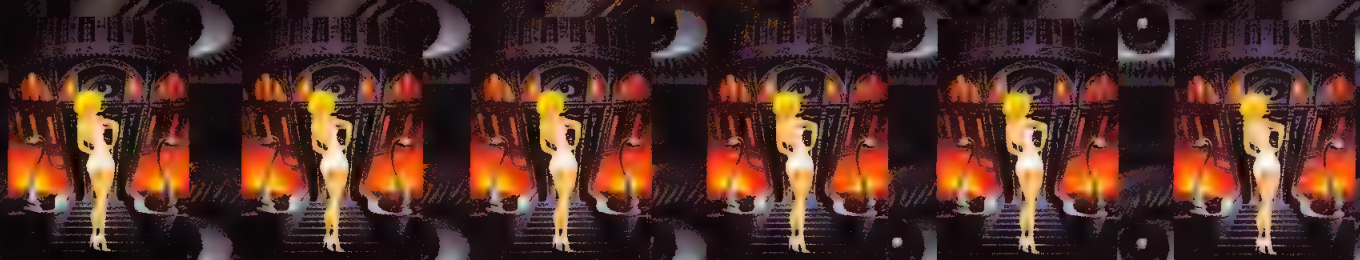
Give this pesky Doodle a Nickel, and he'll give you some very useful information.



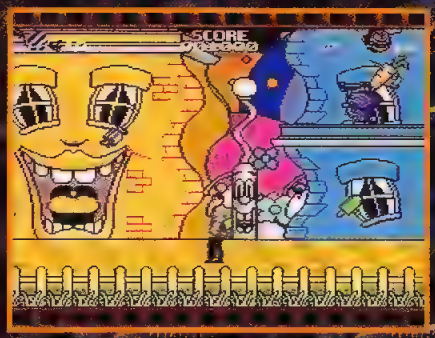
Eventually, you'll have to explore the Sweet Place. It's so sickeningly sweet, it'll make your teeth ache! But it can be dangerous, too. Don't let your guard down.



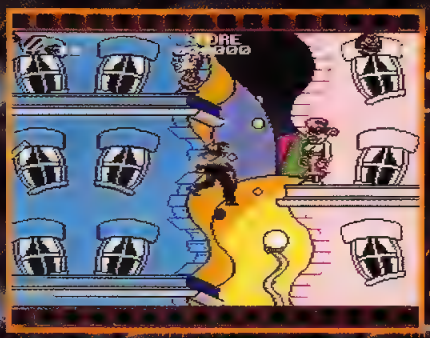
Grab the candy that's stuck to the trees. You'll need it!



SNES

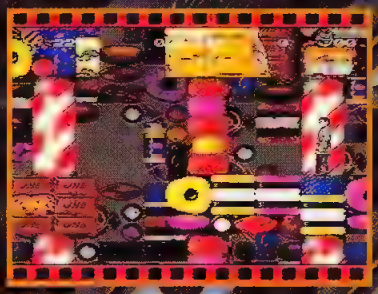


Climb these building looking for more candy. Even if you don't use it all, you can sell it later at the Pawn Shop.



Be careful, though! These Doodles will push you off the buildings if you let them!

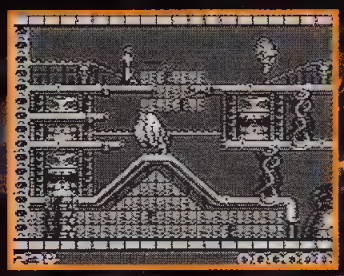
The Malt Shop is full of treasures — but you can't get in if you don't have enough sweets.



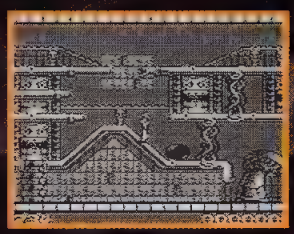
Inside, you'll see candy of every kind — even chocolate!

Before your adventure is over, you'll have to go to real-world Las Vegas — a weird place even in real life! — and get rid of any Doodles you find. And you'll have to find Holli Would, and stop her once and for all!

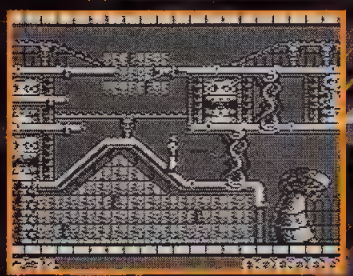
GAME BOY



In the Game Boy version of *Cool World*, Jack has to contend with level after level of renegade doodles!



To dispatch a Doodle, Jack first zaps them, and turns the Doodle into a big blob of ink.



Then he has to suck them up into his ink pen! Hurry, or the blob of ink will rise up and seek revenge!

By stepping into dark, swirling warp fields, Jack can move between dimensions!

A Chain Reaction of Fun!

SNES

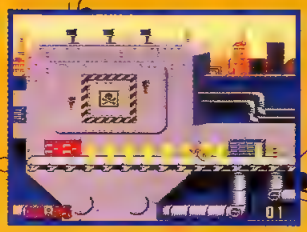
Okay, puzzle fans...get ready for the game of your dreams! *Push-Over*'s here for SNES, and it's sure to be the hottest brain-twister since *Tetris*!

At first glance, *Push-Over* might fool you. You play as G.I. Ant, and you must arrange a bunch of dominos so that one push sends them all tumbling over. Doesn't sound too tough, does it?

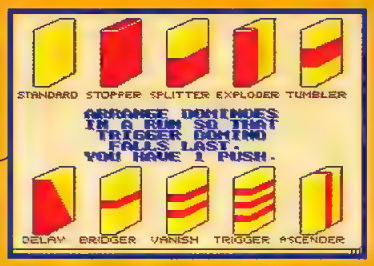
What we didn't tell you is that there are ten different *types* of dominos. Some will keep tumbling end over end once they're set in motion. Others explode when they're touched, or float upward. And still others will split in two and start tumbling in different directions!

But the most important domino is the Trigger. It's the only domino G.I. Ant can't move, and it *must be the last domino to fall!* If the Trigger falls before any other blocks, or if you run out of time, you can't move on to the next puzzle.

Push-Over has nine different levels, each made up of plenty of tough, delightful puzzles. And *Push-Over*'s great graphics and sound effects make the most of your Super NES! So if want a good-looking, intellectually challenging game, there's only one choice — Ocean's *Push-Over*!

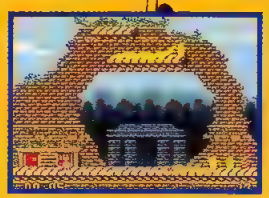


G.I. Ant can pick up and arrange any domino he wants — except the Trigger!


STANDARD STOPPER SPLITTER EXPLODER TUMBLER
ARRANGE DOMINOES IN A RUN SO THAT TRIGGER DOMINO FALLS LAST. YOU HAVE 1 PUSH.
DELAY BRIDGER VANISH TRIGGER ASCENDER

With ten different kinds of dominos in play, *Push-Over* can get complicated fast!

Between Levels, watch for great story screens like this one.



As you move on to higher levels, the challenge just keeps increasing! In this puzzle, you've got to knock over dominos on the ground and high above you — and make sure that Trigger falls last!

This might take some real work — and it's only the second level!

RADIO FLYER

SNES

Based on one of 1992's most memorable movies, Ocean's *Radio Flyer* brings to life a world where imagination can conquer all.

Mike and Bobby, two young brothers, face a deeply troubled home life. To escape this painful situation, the boys decide to try something magical. They design and build a powered glider, using old junk and their Radio Flyer wagon.

The Radio Flyer works, and Bobby takes off on an adventure of freedom and imagination! He must fly as far and as long as he can, swooping down to pick up coins, fuel, and other objects as he flies over a number of different landscapes. As Bobby, you'll soar through the air above your home town, an amusement park, and even a fantastic dreamland. Mike will help you along the way, warning you when you're low on fuel or when an important object lies nearby.

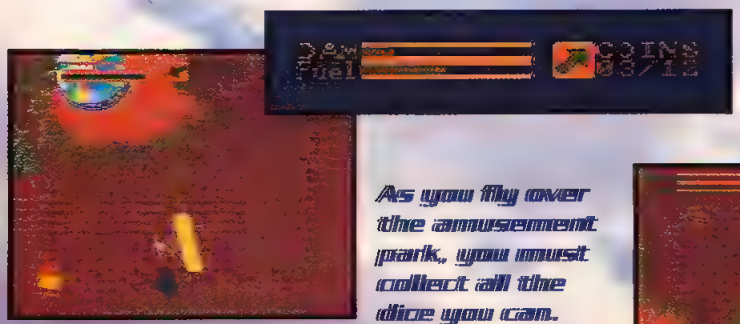
The incredible scaling effects in *Radio Flyer* will convince you that you really are flying, as the wagon Flyer swoops to the ground, then soars back up into the clouds. And you'll have to watch out for some airborne obstacles — from birds and hot-air balloons to flying saucers!

Radio Flyer captures the special magic of the film, and takes you into a fantastic world where dreams really do come true!

You have to collect the coins you see on the ground to reach the next level.

That fuel container is important, too — if you run out of fuel, you'll make an unscheduled landing!

Super NES scaling like this will convinces you that you're really flying!



As you fly over the amusement park, you must collect all the dice you can.

Use the radar screen in the upper-right corner of the screen to spot dice and enemies. And don't forgetto keep an eye on your fuel and damage meters.

Watch out for strong wind gusts!

Dodge or blast any objects coming at you — your flyer can't take much damage!

PC & AMIGA

EPIC

With the futuristic new title *Epic*, Ocean moves to the cutting edge of sci-fi simulations. Its combination of super-realistic flight dynamics, top-notch graphics, and fantastic storyline make *Epic* a gaming experience you won't forget.

The people of the Federation plan-

ets suspected that something was wrong, but the official announcement caught them completely by surprise. Maganellic, a Class-12 magnitude star in the middle of Federation territory, would soon turn supernova — destroying all life within hundreds of light-years.

Plans were immediately made for a convoy to carry the people to a new world, and with the cooperation of all the different Federation races it looked as though the desperate effort might succeed. But the evacuation faced one obstacle almost as deadly as the rapidly dying sun: the Rexxon, a hostile, militant race that hated and mistrusted the Federation.

A galactic armada was built to pave the way for the convoy. At the forefront of the fleet is the Epical fighter -- the fastest, strongest fighter ever built. Constructed of the most durable material known and outfitted with a dazzling array of weaponry, it is mankind's only hope against the numerically superior Rexxons. But there was only enough

time and material to construct three Epical fighters -- and you've been assigned to one of them.

The odds are incredibly long, but once you've experienced the thrill of *Epic* you'll be glad the burden is resting on your shoulders. The fast, smooth animation of the detailed 3-D polygon graphics create a sensation of speed so realistic that you'll duck and sway in your seat as enemy fighters zoom by your ship.

Cut a swath of destruction through enemy minefields and fighter squadrons as you burn your way toward a ground target. Cruise in low and slow as you search for a crucial enemy installation. Is the convoy's path blocked by a Rexxon outpost? Just cycle through a huge assortment of hi-tech weaponry until you find a *million*-megaton calling card for the enemy.

Fail, and your entire race is doomed to extinction; succeed, and your name and deed will go down in history as part of the most ambitious *Epic* of all time.

HOOK

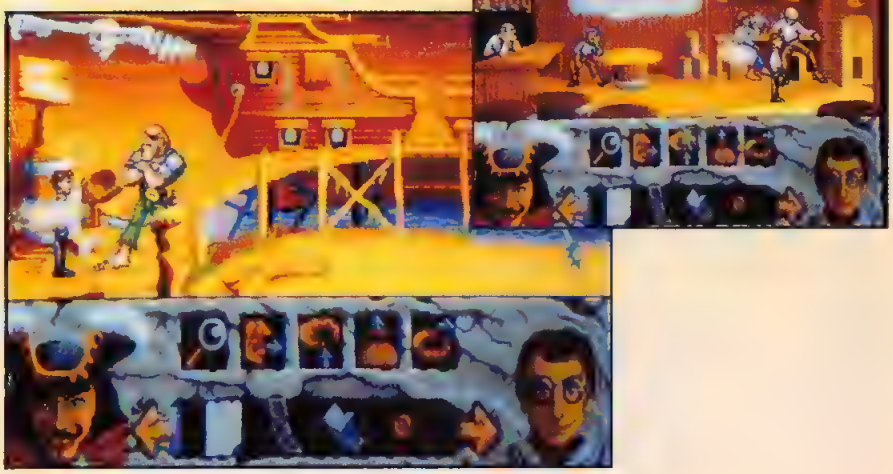
PC & AMIGA

Let Ocean Software take you to a land where wondrous sights abound and adventure awaits! Based on the hit Steven Spielberg movie, *Hook* is a masterful blend of rich graphics, an enchanting soundtrack, and an elegant point-and-click interface — all of which bring to life a vibrant game world, full of characters that the whole world knows and loves.

Adventuring in a magical place called Neverland was the farthest thing from Peter Banning's mind. The middle-aged attorney, caught up in the hustle and bustle of the rat race, had completely forgotten that he was once Peter Pan, the boy who wouldn't grow up. But when his ol nemesis Captain Hook kidnaps his children and whisks them away to Neverland, his memories are rekindled. He sets off in search of his children — and the innocence of youth that he lost so many years ago.

Hook puts you in the role of Peter Banning as he tries to save his children from that infamous, one-handed pirate. A simple yet efficient point-and-click interface makes exploration of Neverland as easy as it is fun — every game function can be performed with the mouse! And this is a world you'll love to explore. Talking with the game's many memorable characters and solving tricky problems will have your brain working overtime while you admire the distinctive, colorful artwork in every locale.

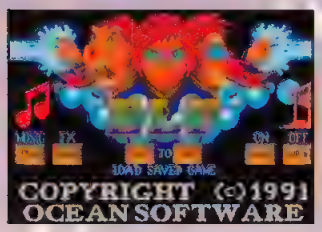
Don't be deceived by the title: *Hook* may be based on a children's story, but it holds the kind of challenge that graphic-adventure fans crave. Once you get your hands on this game, you'll be *Hooked*!



ELF

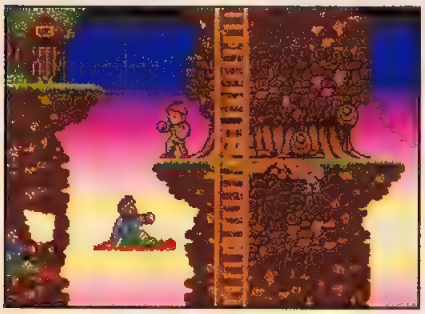
PC & AMIGA

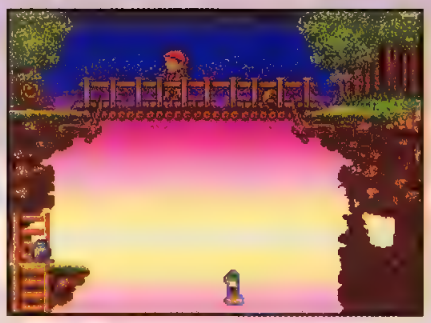
Tired of arcade games that try your trigger finger but put your brain on hold? Looking for a game that tests your mind *and* your reflexes? Then you're ready for *Elf*—and once you've played it, you'll never look at arcade games the same way.



In *Elf* you play as Cornelius, and you're on a quest through a mysterious realm to rescue your girlfriend Elisa. A nasty wizard named Necrilous the Not Very Nice has taken her to his castle, and every second that passes brings Elisa that much closer to a horrible end. Her fate rests in your hands—are you up to the challenge?

You'll face a horde of horrible creatures as you work your way toward Necrilous' lair. Flying dragons, evil soldiers, man-eating fish, raging demons, and countless other creatures have banded together to make your journey nearly impossible. It will take all your skill and cunning just to stay alive.





But staying alive isn't enough to save Elisa! You've got to make your way to the castle as quickly as you can—and that means solving deliciously tricky puzzles in order to advance. Talk and trade with a cast of wacky characters, then use the items you've acquired to solve puzzles. These puzzles are tricky and tough, but at least solving them will keep you from thinking about Elisa hanging over that vat of bubbling acid!

A fantastic landscape painted in rich, full-color graphics surrounds you in this classic test of wits and bravery. This is one *Elf* that isn't small—it's made up of eight huge levels of devious puzzles and deadly foes, all ready to spell an end to Cornelius. And horizontal and vertical scrolling guarantees that each level is full of brand-new dangers and surprises.

Why wait for the next generation of arcade games? With *Elf*, the future is now!

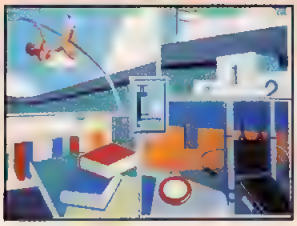
ESPANA: THE GAMES '92

PC & AMIGA

The 1992 Summer Olympic games are now part of the history of international sporting competition, but *Espana: The Games '92* gives you the chance to re-create all the thrilling action that took place in Barcelona. Exciting events, record-setting performances, the timeless struggle for excellence—it's all in *Espana: The Games '92*.

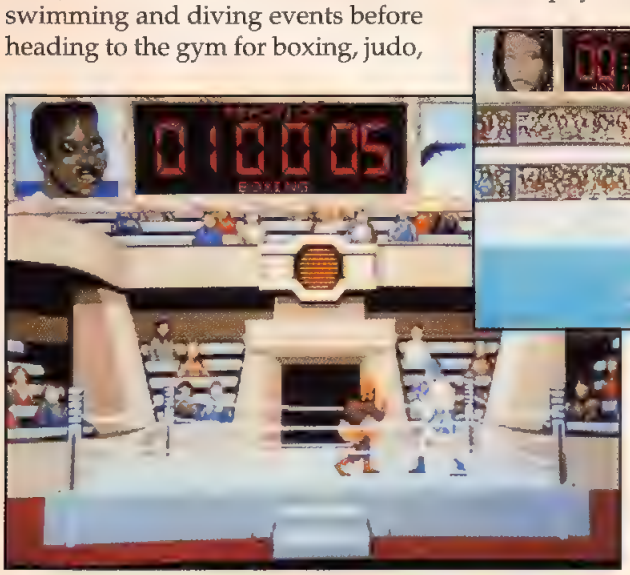
Here's your chance to hone your skills and go for the gold in more than 30 events. Sprints, hurdles, javelin toss, discus, shot put, pole vault — these are just a few of the track-and-field events which test your strength, stamina, and speed. Get more than just your feet wet in over a dozen swimming and diving events before heading to the gym for boxing, judo, wrestling, and fencing.

Even the most gifted athlete in the world can't win a gold medal by simply showing up the day of the event, and *Espana: The Games '92* gives you incredible control over every facet of your athlete's training and conditioning. You'll feel the excitement build as you work with the team physician to develop a workout regimen for each of your athletes, then time everything so that your athletes are in peak shape when it's time to take the limelight. This realistic simulation gives you a fascinating look at what's behind a world-class performance.



Espana: The Games '92 is also an incredibly convenient reference source, with a detailed history of the Olympic games, special information on the Barcelona 1992 games, and a synopsis of all the events and how they've evolved over the years. The records, the upsets, the triumphs and tragedies—all accessible with the click of a button!

Espana: The Games '92 is more than a collection of the world's classic sporting events. It's your chance to experience first-hand the eternal quest for excellence which we call "The Olympics!"



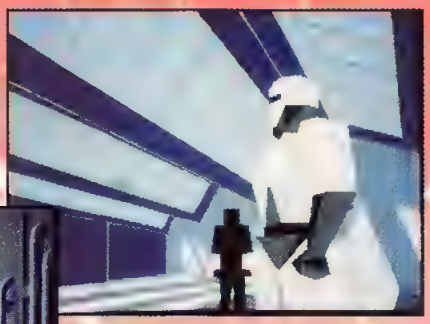
ROBOCOP 3D

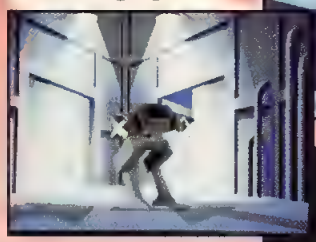
PC & AMIGA

Get ready for one of the wildest gaming experiences of your life! With *Robocop 3D*, Ocean Software brings you all the action you can handle — from a perspective that puts *you* in the middle of it all.

For some down-and-dirty action as soon as you boot up, choose from one of five arcade sequences that'll get your adrenalin flowing faster than you can say "Dead or alive, you're coming with me."

Take to the streets in a Police Turbo Cruiser to recover stolen emergency vehicles and apprehend criminals, or strap on a Gyropack and show the baddies what "air power" is all about. Still eager for some high-powered law enforcement? Try tangling with terrorists holding OCP executives hostage, or head out into Old Detroit to practice a little "urban pacification." And you can duel hand-to-hand with the Kanemetsu corporation's newest invention — a robotic ninja with more moves than than a chessboard.

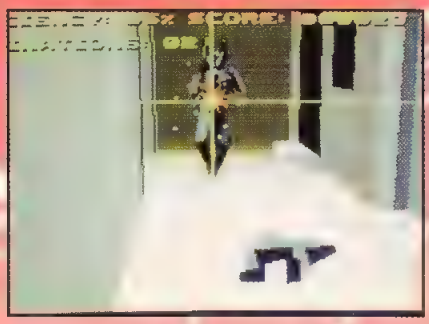




Or you can sign up for the long haul with the movie adventure, where you take on the Rehabs — ruthless cops who force people from their homes to make way for a development called Delta City. The Rehabs have badges, but that doesn't mean they protect the innocent — and when they make off with two of Robocop's friends, he moves into action.

What makes *Robocop 3D* so hot is the first-person perspective and the fantastic textured-polygon graphics. When you hit the streets, you're *in* the driver's seat; when you enter a building to clean up a gang of Splatterpunks, you inch down hallways and whip around corners. And the sound effects make things even more realistic. The gunfire, car crashes, helicopters, and more sound true-to-life — and twice as vicious.

If you like fast-paced action, you won't want to miss *Robocop 3D*. It just doesn't get more real than this!



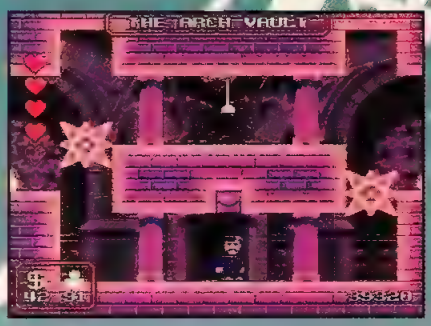
THE ADDAMS FAMILY

AMIGA

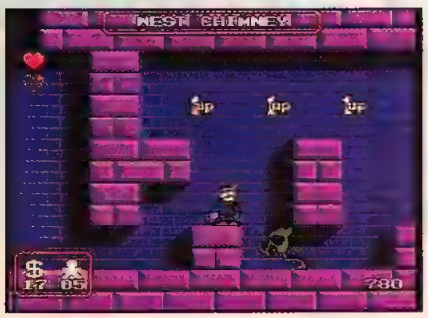
First there was the hit TV show, and then the hit movie. And now, Ocean brings The Addams Family to Amiga in what's sure to be one of the year's biggest new games!

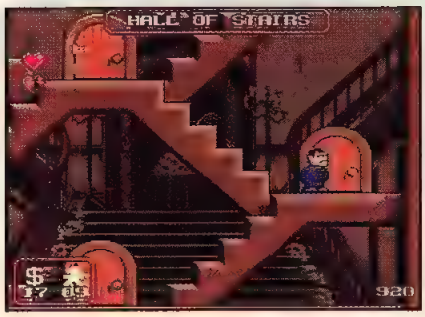
In *The Addams Family* for Amiga, you'll play as Gomez — that lovably off-beat Addams Family patriarch. But the usually carefree Gomez has a problem on his hands as the game begins. His family is missing, and he must search every nook and cranny of the Addams mansion to find them!

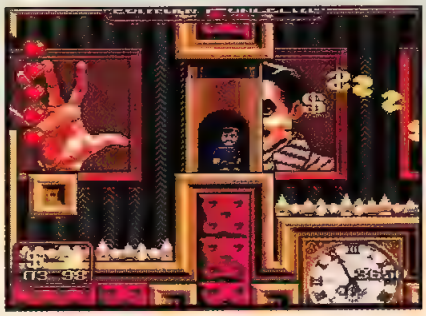
The search won't be easy, though. The Addams mansion and grounds are enormous, and filled with spooky creatures and dangerous traps that'll test your gaming skills every step of the way. You'll explore everything from the Addams' weaponry to the graveyard — and only sharp reflexes and a keen eye for danger will get you through in one piece.



With great graphics, terrific music and sound effects, and challenging action that'll hook you from the start, *The Addams Family* will keep your gaming for a long time to come!







PUSH-OVER

PC & AMIGA

If you thought *Lemmings* was fun, just wait until you get your hands on *Push-Over* from Ocean!

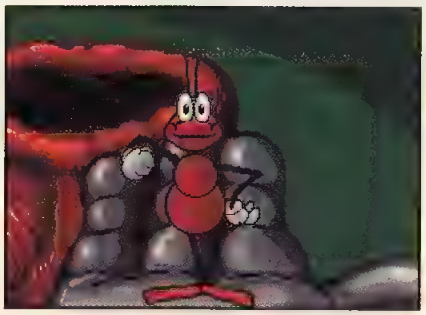
Take control of plucky G.I. Ant as you enter Captain Rat's Treasure Caves, in a puzzle-adventure that will have you glued to your keyboard from the hilarious opening cartoon to the final brain-teasing level. It'll be tough, but *Push-Over* is the sort of challenge that gamers can really sink their teeth into.

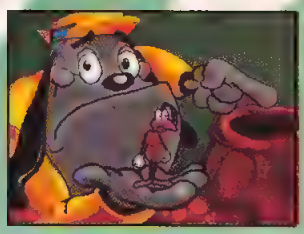
Like all good puzzle games, the concept behind *Push-Over* is simple. Each screen is a puzzle made up of some very special dominos sitting on platforms of various heights. You must knock over every domino in a chain reaction — but the last domino to fall *must* be the "Trigger," which opens

the door to the next level. G.I. Ant can carry, drop, and push any domino except the Trigger — but you only get one push per level.

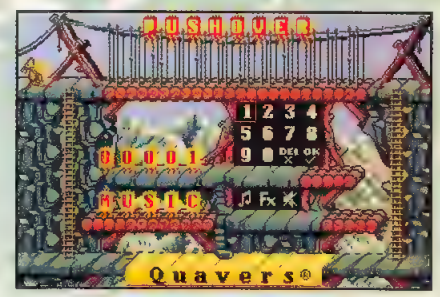
It sounds easy enough, but these dominos have some pretty strange qualities. "Tumbler" dominos, for example, keep tumbling end over end until they hit a fallen domino; "Ascenders" float upward until they hit a platform, then keep flipping until they're halted by a flat surface; "Bridgers" can be used to fill gaps between platforms; "Splitters" break in two and knock over dominos on either side; and "Stoppers" can't be knocked over at all. There are other types of dominos as well, which means things can get pretty complicated.

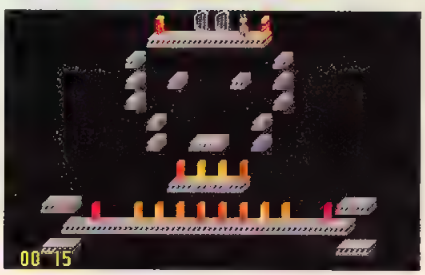
Toss in a time limit for each screen and bonus coins that must be collected to reach the final level, and it's easy to see how you can have a lot of fun with *Push-Over*. But there's more to this game than great puzzles. Sharp graphics, smooth animation, and a lovable title character all help make *Push-Over* a real winner.



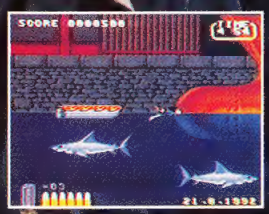


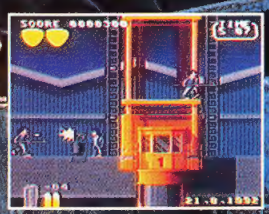
Looking for a puzzle game that really stands out from the crowd? Then check out *Push-Over* from Ocean!





LETHAL WEAPON™





Screens shown are from the SNES version of the game.

Excitement and adventure are back as Murtaugh and Riggs, once again, fight chaos and mayhem in the streets of Los Angeles. Conquer thugs and thieves, and overcome tricky obstacles in this action-packed, crime-fighting adventure you don't want to miss!

The name of the game

ocean®

Ocean of America, Inc.
1855 O'Toole Ave.
Suite D-102
San Jose, CA 95131

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Screen shots shown are from the Super NES version of the game.

The Addams Family™

The name of the game

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RIDE THE WAVE

ocean

SWEEPSTAKES!

LOOK FOR DETAILS IN THIS ISSUE!

Winners will be picked on January 15, 1993. No purchase required. Void where prohibited. This Sweepstakes is sponsored by Ocean of America, Inc. and GP Publications, Inc. For a complete list of contest rules, send a self-addressed stamped envelope to Game Players Ocean Sweepstakes, PO Box 29364, Greensboro, NC 27429.

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